



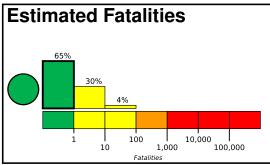


### **PAGER**

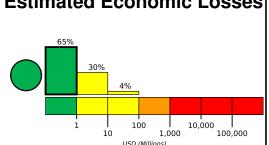
Version 3

# **M 4.0, 51km WNW of Tonopah, Nevada** Origin Time: 2020-05-19 10:58:43 UTC (Tue 03:58:43 local) Location: 38.1776° N 117.7921° W Depth: 8.4 km

Created: 15 hours, 17 minutes after earthquake



Green alert for shaking-related fatalities Estimated Economic Losses and economic losses. There is a low likelihood of casualties and damage.



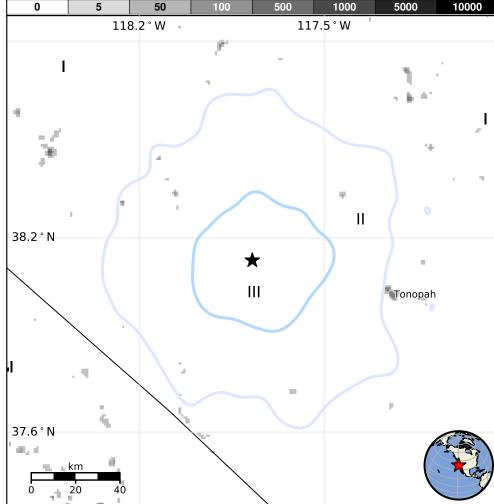
### **Estimated Population Exposed to Earthquake Shaking**

ESTIMATED POPULATION EXPOSURE (k=x1000)		14k	1k	0	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

### Population Exposure

population per 1 sq. km from Landscan



## PAGER content is automatically generated, and only considers losses due to structural damage.

### **Structures**

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

### **Historical Earthquakes**

		•			
Date	Dist.	Mag.	Max	Shaking	
(UTC)	(km)		MMI(#)	Deaths	
1980-01-24	348	5.8	VII(35k)	1	
1989-08-08	381	5.4	VII(4k)	1	
1989-10-18	369	6.9	VIII(109k)	62	

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

#### Selected City Exposure

from GeoNames.org

MMICityPopulationIGoldfield0ITonopah2kIDixon Lane-Meadow Creek3kIHawthorne3k	nom doortameere				
I Tonopah 2k I Dixon Lane-Meadow Creek 3k	ММІ	City	Population		
I Dixon Lane-Meadow Creek 3k	I	Goldfield	0		
	1	Tonopah	2k		
I Hawthorne 3k	1	Dixon Lane-Meadow Creek	3k		
	1	Hawthorne	3k		

bold cities appear on map.

(k = x1000)